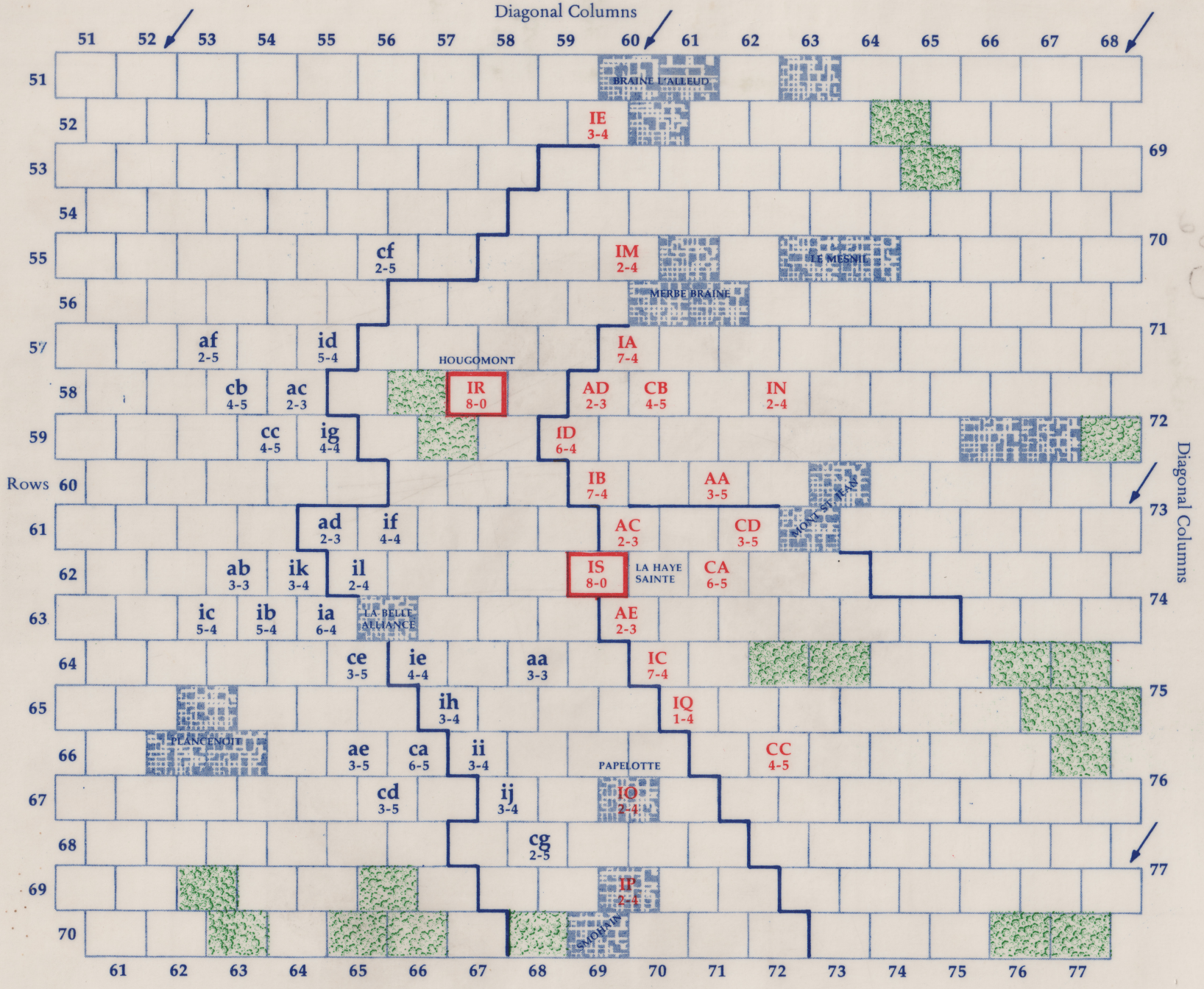

Blue units (lower case letters) are French.

Red units (all caps) are Anglo-Prussian Allies.

REINFORCEMENTS

Unit	Strength Points-MP's	Entry Square
Turn 3		
AB	3-3	7075
CE	3-5	7074
IF	3-4	7073
IG	3-4	7072
Turn 4		
IH	3-4	7075
II	3-4	7074
Turn 5		
AF	1-3	7075
CF	3-5	7074
IJ	3-4	7073
IK	3-4	7072
Turn 6		
AG	1-5	7075
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THE BATTLE OF WATERLOO

GENERAL COMMANDS

Commands are divided into two general categories: MOVEMENT COMMANDS and COMBAT COMMANDS.

Movement Commands

Initial Computer Query:
"ENTER ID OF UNIT YOU WISH TO MOVE–"

Possible player responses:

xx – Move unit with ID xx.

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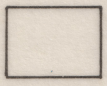
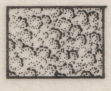
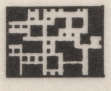
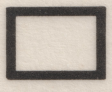
IMPORTANT — REMEMBER THAT (CR) IS A SYMBOL USED TO REPRESENT THE APPLE **'return'** KEY.

TERRAIN EFFECTS CHART

Type of Terrain	Effect on Movement	Effect on Combat
Clear 	1 movement point to enter	No effect
Woods 	IMPASSABLE	Artillery may not fire over woods.
Village 	1 movement point to enter	Defending units are doubled when occupying a village square.
Chateau 	1 movement point to enter	Defending units are doubled when occupying a chateau square.

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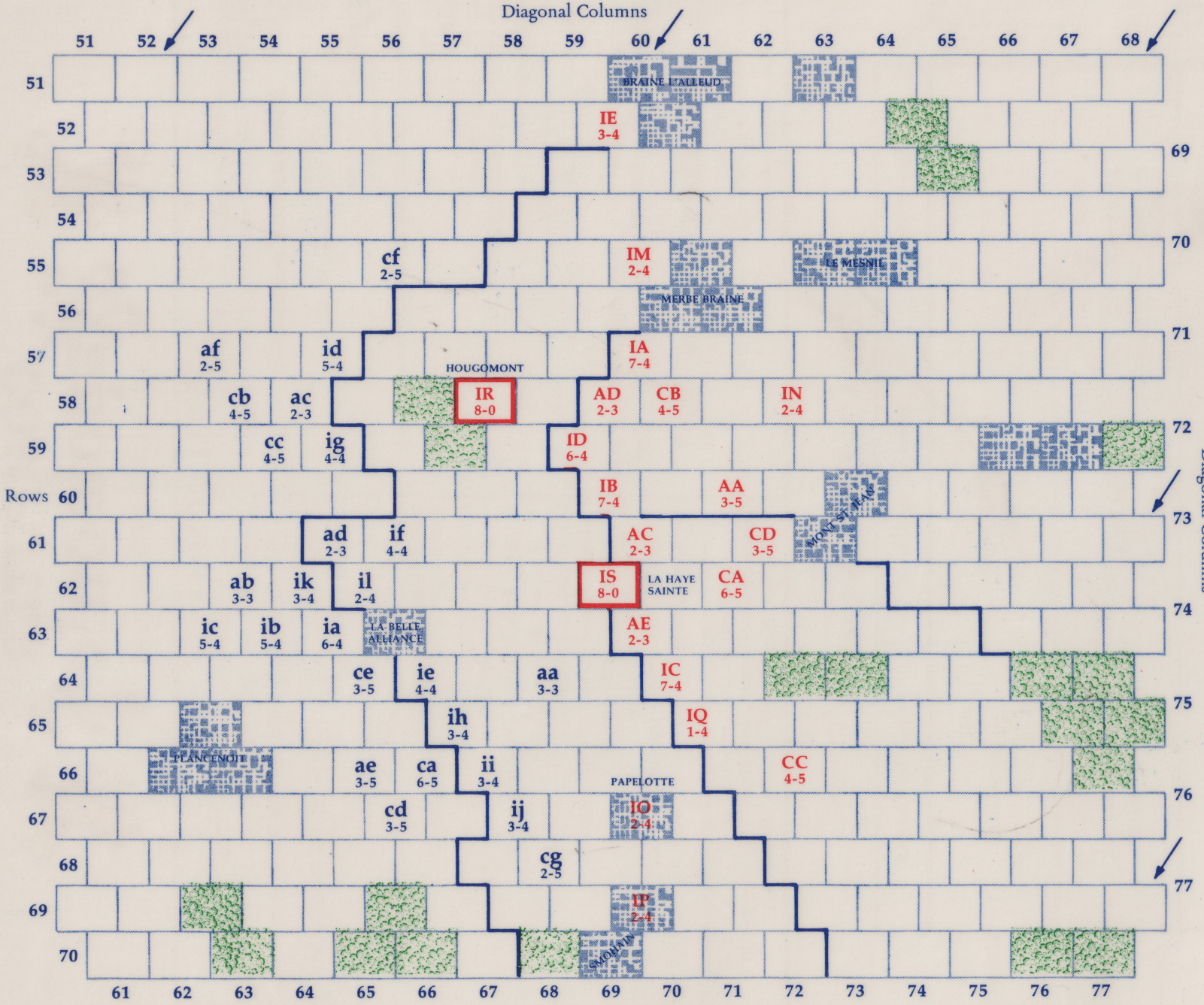

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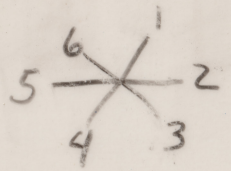

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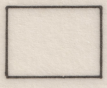
Clear 	1 movement point to enter	No effect
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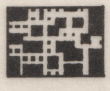
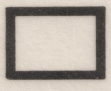
Village 	1 movement point to enter	Defending units are doubled when occupying a village square.
Chateau 	1 movement point to enter	Defending units are doubled when occupying a chateau square.

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